

MOCHALUNT

(MOnda CHampionado de Abstraktaj LUdoj por Naciaj Teamoj)

World Championship of Abstract Games for National Teams

Per abstracta ad astra



Concept and organisation

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In collaboration with

[Mind Sports Olympiad](#)

Sponsored by

[Cosmoludo](#) and [Studio Supernova/XVGames](#)

Aim and Spirit of the Event

- Create new and strengthen existing human connections in the Abstract Games and Mind Sports international community both between different teams and within the same team.
- Introduce participants to as many new different abstract games as possible, promote less known or played games which do not have dedicated events in real life.
- Introduce a new competitive team-based event in the international landscape of Mind Sports.
- More than anything else, to bring some hours of fun!

Name of the event

- MOCHALUNT is a shortening from:
Monda Championado de Abstraktaj Ludoj por Naciaj Teamoj
Translated from Esperanto:
World Championship of Abstract Games for National Teams

Rules

Team Requirements and Registration

- All teams must be composed of min 6 players and max 11 players (teams of 4 or 5 are acceptable only in exceptional cases).
- Every player must be a citizen or resident of the country described in their team name (e.g.: Italy, France, etc.) or belong to the same geographical/geopolitical/linguistic community (Scandinavia, Kurdistan, Catalonia, Africa, Rest-of-the-World, etc.). Rest-of-the-World should be created only if no other options are possible.
- A nation can have more than one team, regionally shaped depending on the residence or origin of the players (e.g. Northern Italy, Southern Italy).
- Each participant must register individually by completing the following [online form](#), whether they have a team or not.
- Players without a team at the time of the registration will be assigned to an existing or a new ad hoc team at the discretion of the organizing committee.
- The registration fee is 10 euros per player. If the registration fee might be an obstacle, please contact the organizing committee.

Captains

- Each team needs one captain. The captain must be available to coordinate their team, to share his/her own email address with the other captains and organizers, and, in case of victory, to receive the prizes and to send them to each other team member (the shipping costs will be reimbursed by the organization)

Tournament Structure

- The teams will be divided into groups. Within each group, a round-robin tournament will be played. The top 30-50% of the teams per group qualify for the final phase. The number of groups and teams per group will be decided by the organizing committee depending on the number of teams signing up.
- The final phase will be a round-robin tournament or a single elimination tournament, at the discretion of the committee, depending on the number of teams signing up.
- The score system will be explained in the final version of the rules.

Round Structure

- At every round, each team will nominate 4 players (players 1 to 4). The relative order of players should be, according to the judgment of the team, from the strongest (player 1) to the weakest (player 4).
- Each player of a team will play a set of 4 different abstract games against the corresponding player of the opponent team. (So that every team match is made of 4 player matches, and each player match is made of 4 game matches).
- The abstract games played will be *different at every round*. The games are all combinatorial (according to the definition discussed [here](#)). A provisional pool of abstract games is provided [here](#). The final list of the games, links to the rules of such games and the online platforms to be used will be provided in advance.
- The dates are flexible, the players have at most 14 days per round to schedule and play their games. Deadlines can be extended in exceptional cases at the discretion of the committee.

Time Control and Settings

- Time control employed for each game will be communicated at the start of the tournament together with the pairings. Typically it will be 'rapid' time control, aiming for one game to be played within 1 hour (e.g. chess: 15' + 10" increment, abalone: 20', etc.).
- By default, during the game, players should be in contact via audio-video call with double screen sharing (on <https://edu.meet.garr.it/> or any other platform with double screen sharing). Players younger than 18 years old are not obliged to turn on the video. (*This gives a human aspect to the tournament, makes it closer to real tournaments, helps to create a community, and reduces the possibilities that people cheat or accuse others of cheating*). If both players agree, they can avoid screen sharing, audio and/or video.

Prizes

- The winning team will be awarded with one physical copy of an abstract game kindly offered by Cosmoludo and Supernova/XVgames to each member of the team. The committee might be able to provide other prizes for age or gender categories.

Start date

- The start date of the tournament will be announced once a certain number of teams have registered but will not start before the end of September 2021.

These rules are provisional and might be modified in order to improve the experience of the participants. The rules will become final one week before the start of the tournament. For further inquiries please contact the committee at the following [email address](#):

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